£1.20 ● Nº 77 ● 10 MAY 1996 ● UK's OFFICIAL SEGA COMIC ● EVERY FORTNIGHT

SONIC THE COMIC

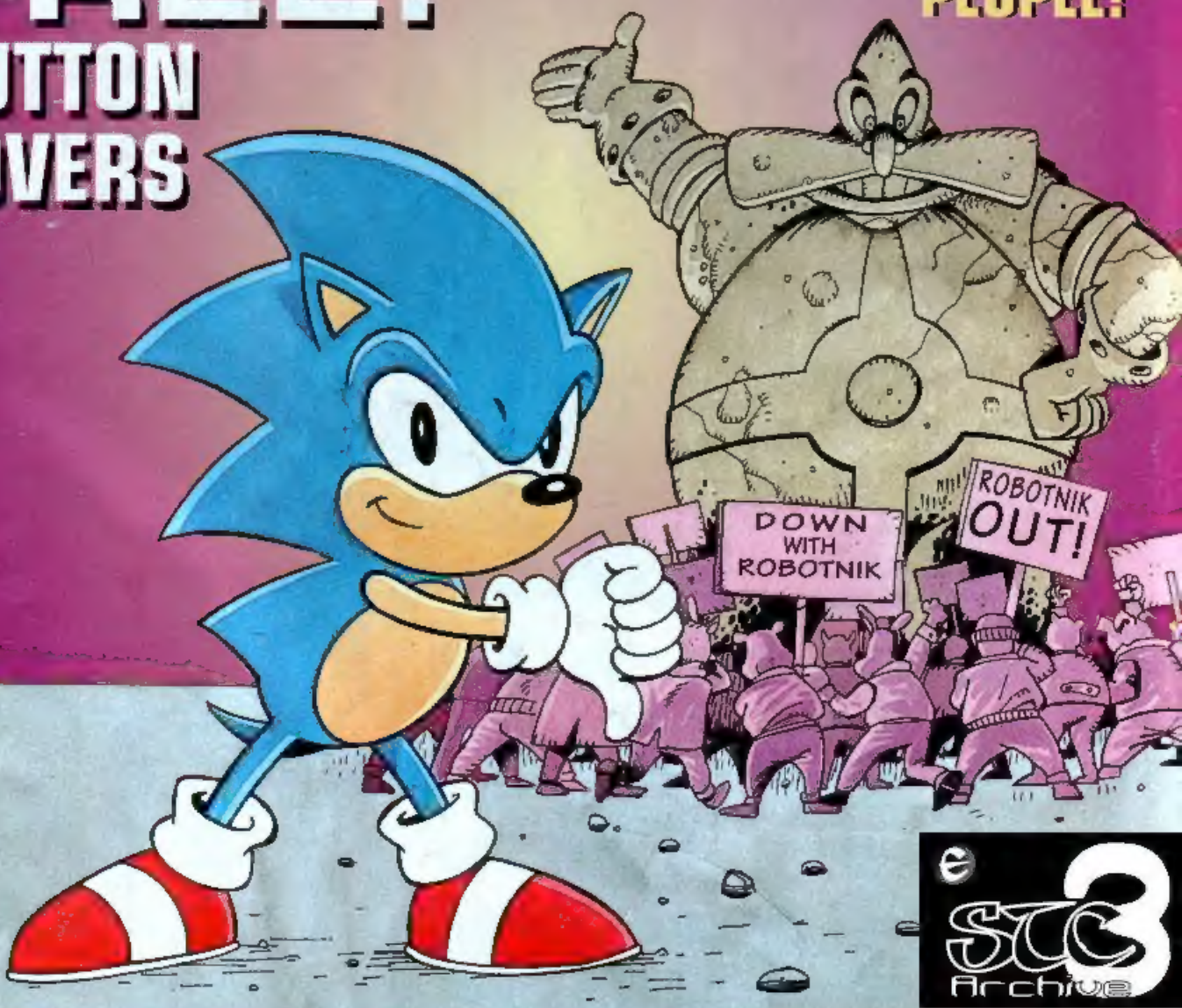
PLUS...
KNUCKLES!
SHINING FORCE!

NEW SONIC STORIES

HIDDEN DANGER!

VOICE OF THE PEOPLE!

FREE! BUTTON COVERS



SC3 Archive

TOY STORY REVIEW! ● MICRO MACHINES 96 Q ZONE

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Are you wearing your FREE Kid's Corner Button Cover? Thanks to the folks at Muller, we can all button up (wish the-humes-who-think-they're-in-charge would!). Now for what's inside the cover of *STC* and on the menu screen...

For a start there's two brand new Sonic stories just itching to impress a tasteful hume like yourself! You're still demanding to see more of the cool blue one, so prepare for an uprising in the complete Sonic story, Voice of the People. Plus, there's Hidden Danger lurking in a brand new two part Sonic's World.

All is far from ship-shape between Knuckles and Captain Plunder in the Ghost Ship, plus there's outrage in the latest episode of Shining Force: The Curse of Zeon.

Back again to complement your turbo-charged Sega strips is the Review Zone. Anyone seen the computer generated 'Toy Story' film yet? Well, prepare for *STC's* Mega Drive Review, and as if that's not enough, the Q Zone screeches ahead with Micro Machines '96.

Excuse me, Boomers, but I'm being distracted by loud noises coming from outside the office window. It's not even the humes returning from their lunch break - it's the 'Bring Back Porker' brigade protesting already! I wouldn't mind but he's only gone to the Floating Island! I'll have to go, Boomers, seeing as I'm the only calming influence there is around here! See you all in a fortnight when there'll be a favourite FREE gift for you - terrific Transfers.

Megadroid

FEELING 3 IN 791

Your favourite video game comic is 3 years old in just 2 issues time. No self respecting Boomer should miss this megatastic extravaganza - there'll be a FREE Sonic Spinner, 3 brand new stories (Return to the Miracle Planet, Tails and Sonic's World). Plus an Earthworm Jim II Q Zone, the chance to win one of many Sega T-shirts, plus loads more!

Now that's what I call an excuse for a celebration!

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• COVER ART: Nigel Kitching
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SEGA

COMPILED BY ChartTrack

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑	SONIC AND KNUCKLES
2	↓	FIFA SOCCER '96
3	↑	MICKEY MANIA
4	↓	MICRO MACHINES '96
5	↑	SONIC THE HEDGEHOG 2
6	↓	PREMIER MANAGER
7	↑	ECCO 2: THE TIDES OF TIME
8	↑	STREET RACER
9	●	MICRO MACHINES 2
10	↓	PGA TOUR GOLF '96

SATURN

1	●	SEGA RALLY
2	●	VIRTUA RACING 2
3	NEW	SIM CITY 2000
4	NEW	WING ARMS
5	↓	FIFA SOCCER '96
6	↓	WORMS
7	↓	FIRESTORM: THUNDERHAWK 2
8	NEW	HANG ON GP '95
9	↓	VIRTUA COP
10	↓	THEME PARK

MEGA-CD

1	●	EARTHWORM JIM
2	●	SOULSTAR
3	●	B.C. RACERS
4	●	BRUTAL: PAWS OF FURY
5	↑	ETERNAL CHAMPIONS
6	↓	WORLD CUP USA '94
7	●	SNATCHER
8	RE	TOMCAT ALLEY
9	RE	JAGUAR XJ220
10	RE	SILPHEED

GAME GEAR

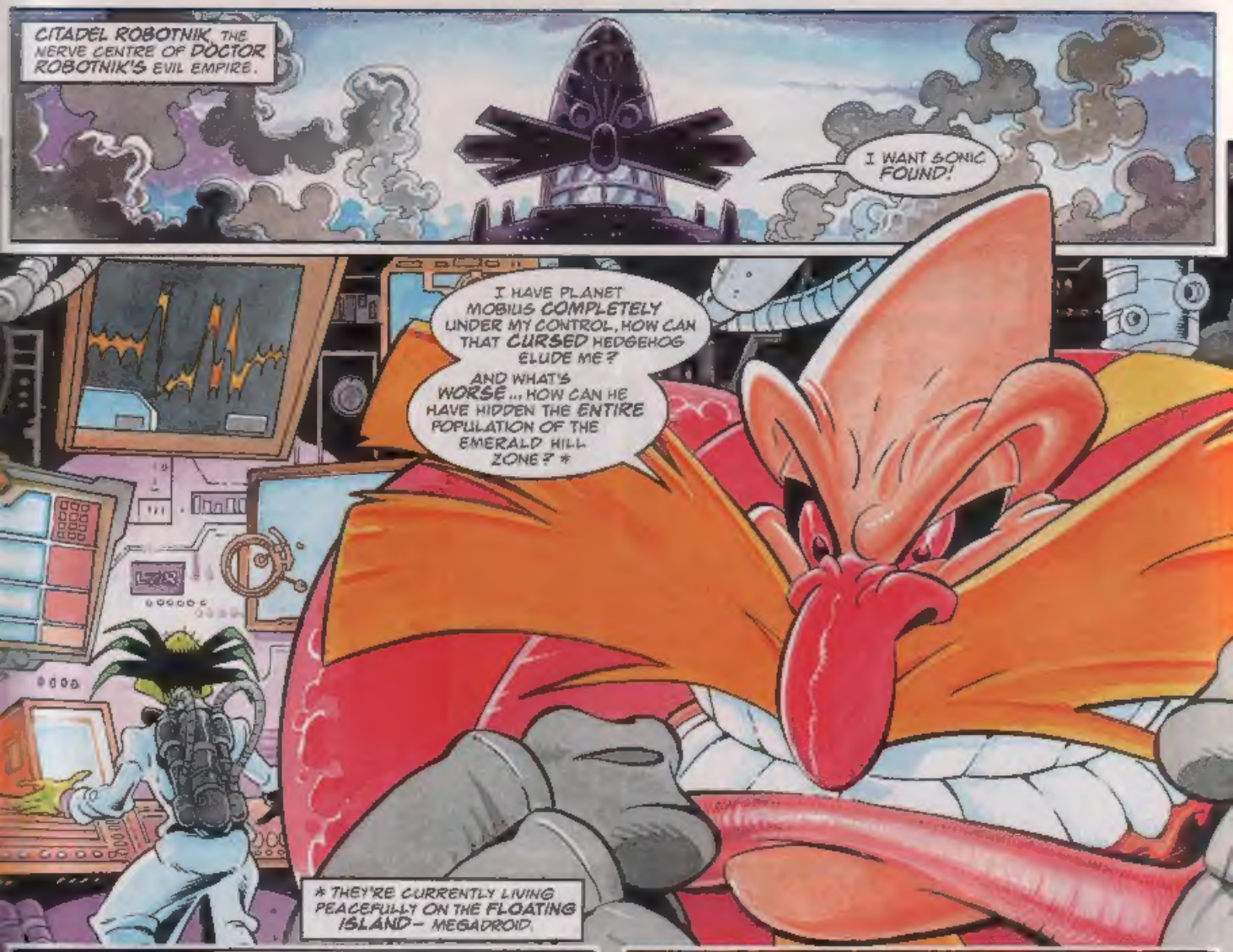
1	●	SONIC CHAOS
2	●	TAZ-MANIA: ESCAPE FROM MARS
3	↓	SONIC THE HEDGEHOG 2
4	RE	FIFA SOCCER '96
5	RE	ECCO 2: THE TIDES OF TIME
6	RE	REN AND STIMPY
7	↓	SONIC THE HEDGEHOG
8	↓	THE LION KING
9	↓	MORTAL KOMBAT 2
10	RE	DYNAMITE HEADDY

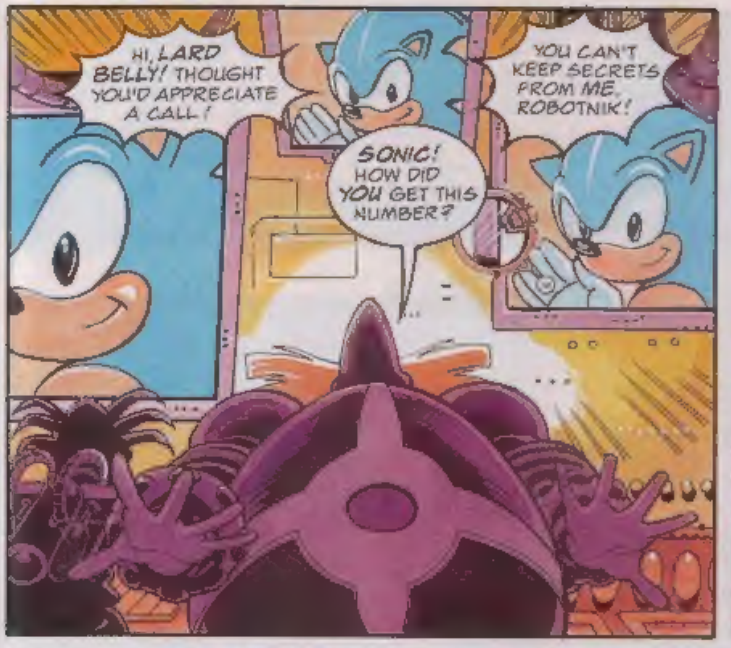
SONIC THE HEDGEHOG

Voice of the People

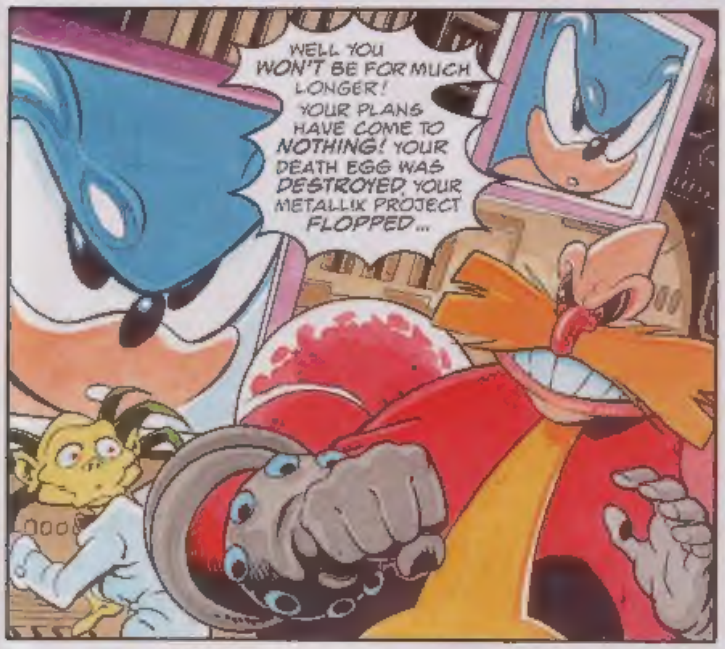
COMPLETE STORY

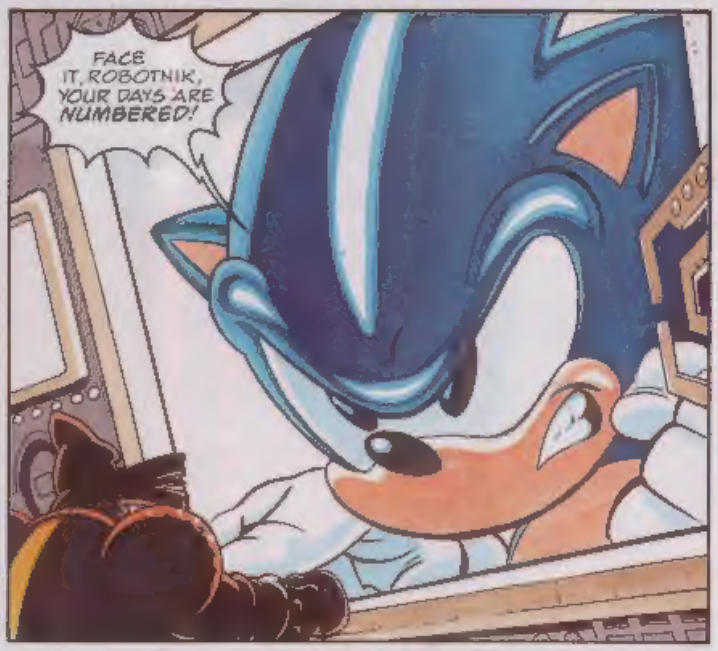
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE

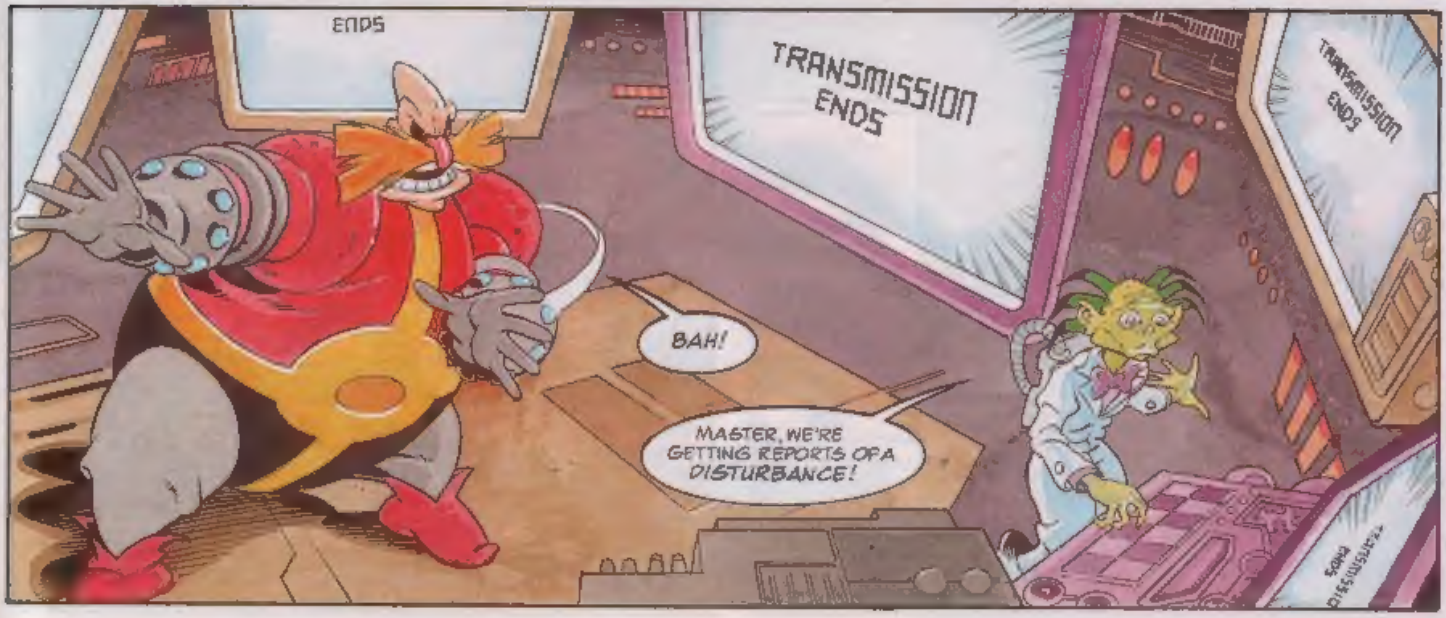



HI, LARD BELLY! THOUGHT YOU'D APPRECIATE A CALL!
SONIC! HOW DID YOU GET THIS NUMBER?
YOU CAN'T KEEP SECRETS FROM ME, ROBOTNIK!

WHAT DO YOU WANT, YOU SPIKED FREAK? COME ON, I'M A BUSY DICTATOR!


WELL YOU WON'T BE FOR MUCH LONGER! YOUR PLANS HAVE COME TO NOTHING! YOUR DEATH EGG WAS DESTROYED, YOUR METALLIX PROJECT FLOPPED...


FACE IT, ROBOTNIK, YOUR DAYS ARE NUMBERED!


ENDS
TRANSMISSION ENDS
TRANSMISSION ENDS
BAH!
MASTER, WE'RE GETTING REPORTS OF A DISTURBANCE!

PRELIMINARY REPORTS SAY THERE'S A DEMONSTRATION IN SECTOR ALPHA 34.

ALPHA 34? THAT'S WHERE THEY'VE JUST ERECTED MY NEW STATUE!

DOWN WITH ROBOTNIK!

DOWN WITH ROBOTNIK!

ROBOTNIK MUST GO!

ROBOTNIK OUT!

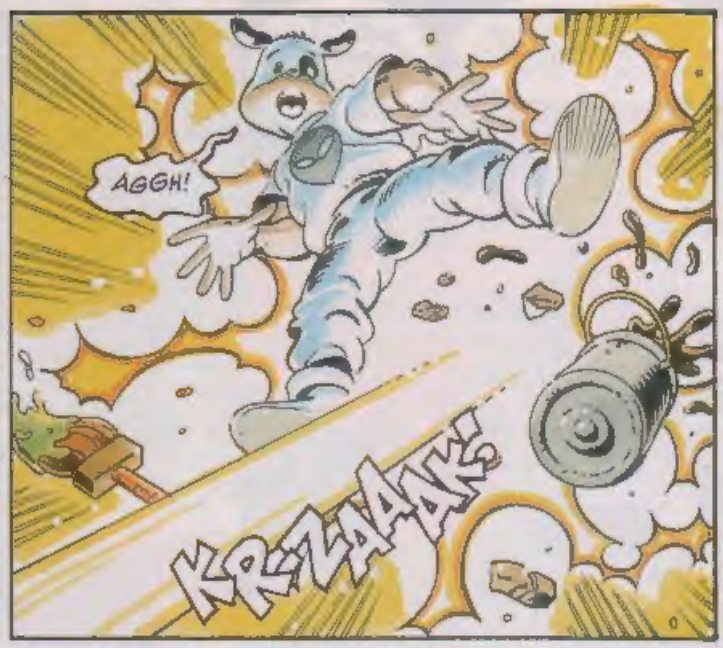
"THEY'VE GOT TO BE STOPPED!"

UH OH, LOOKS LIKE ROBOTNIK HAS CALLED IN HIS FLUNKIES... I'D BETTER GET DOWN FROM HERE!

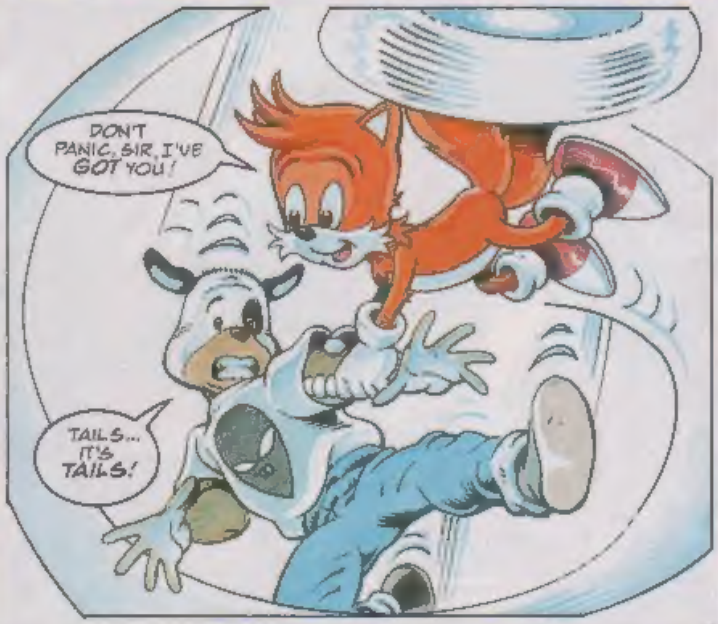
IT'S THE SBS*! RUN FOR IT!

* SPECIAL BADNIK SERVICE – MEGADROID.

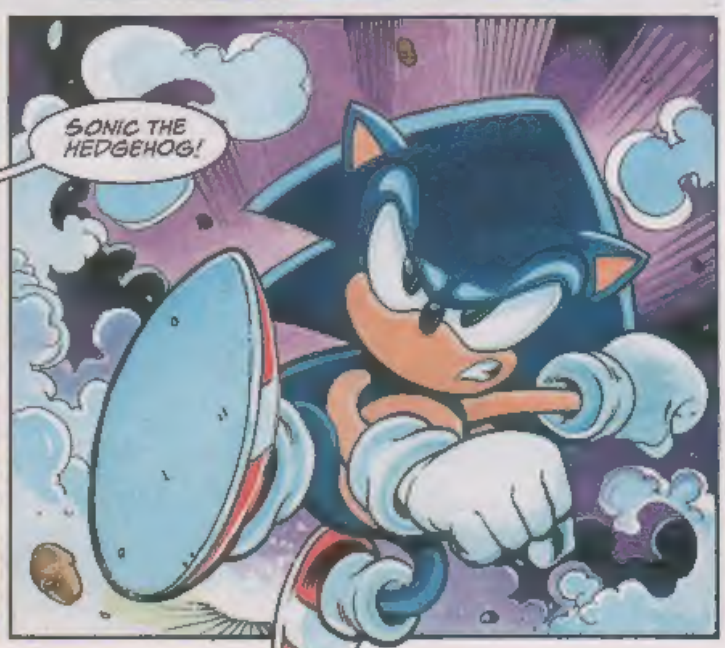
REMOVE THAT CITIZEN FROM OUR LEADER'S NOSE!
SIR!


AGGH!
KRZAAAK!

OH NO!
HEY, WHAT'S THAT?


DON'T PANIC, SIR, I'VE GOT YOU!
TAILS... IT'S TAILS!

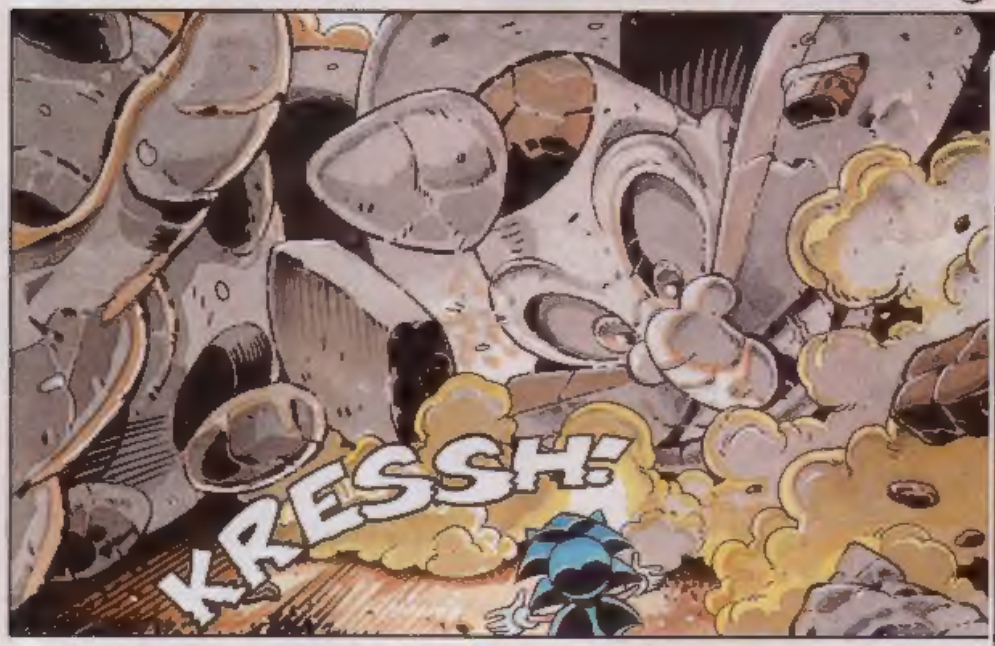
AND WHERE TAILS IS, YOU'LL ALSO FIND...
DOWN WITH
ROBOTNIK MUST GO!


SONIC THE HEDGEHOG!

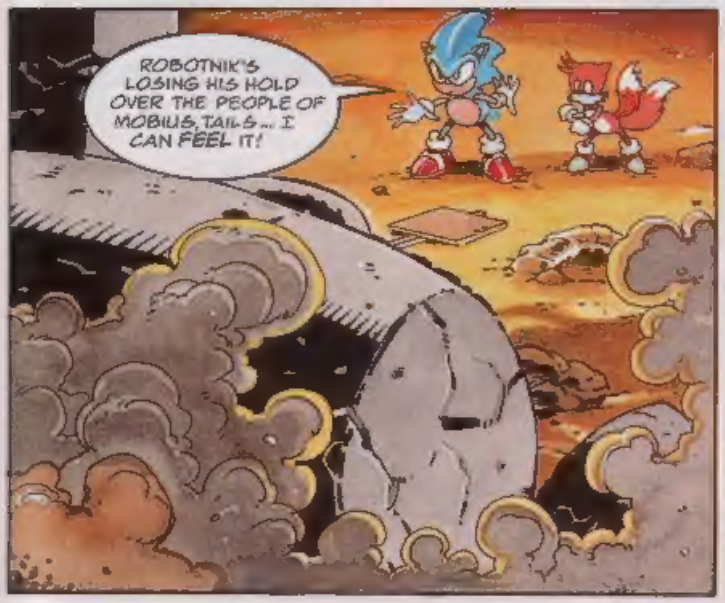
GET HIM!
WE'LL HAVE TO TAKE CARE OF THESE BOZOS QUICKLY... WE CAN'T RISK ANYONE GETTING HURT!
KRASSH!
FAZAAK!
KREKK!
BOKK!
KRUMP!
KROOM!
SOMETIMES THIS IS JUST TOO EASY!

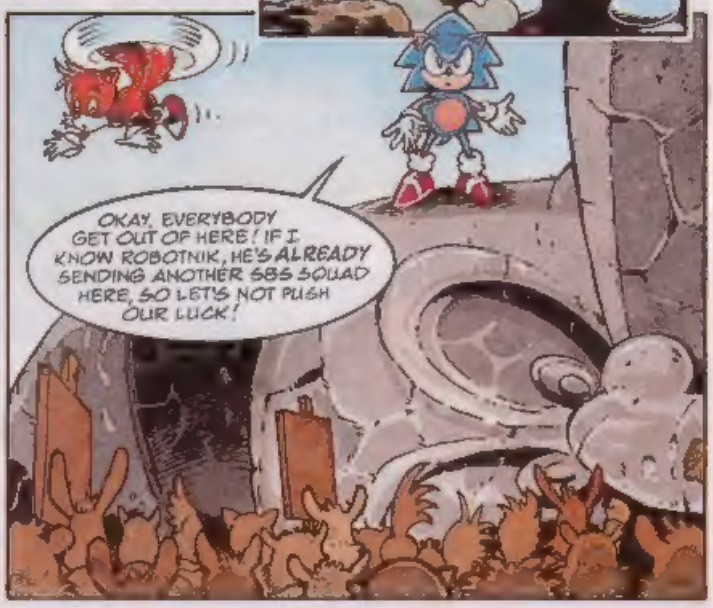
TAKE COVER! I'VE SET THE EXPLOSIVES!
HUH?

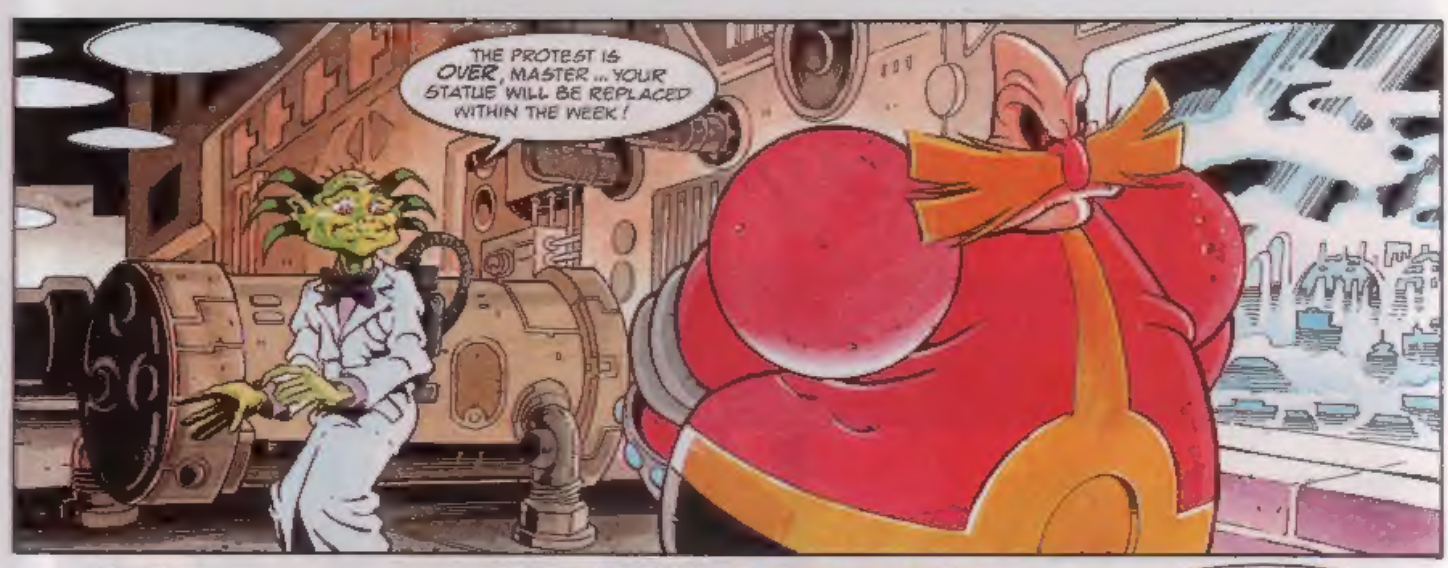
KA-BOOOOOM!


KRESSH!

THANKS FOR YOUR HELP, SONIC, WE COULDN'T HAVE DONE THIS IF YOU HADN'T TAKEN CARE OF THOSE BADNIKS!
HEY, THAT'S WHAT I'M HERE FOR!


ROBOTNIK'S LOSING HIS HOLD OVER THE PEOPLE OF MOBIUS, TAILS... I CAN FEEL IT!

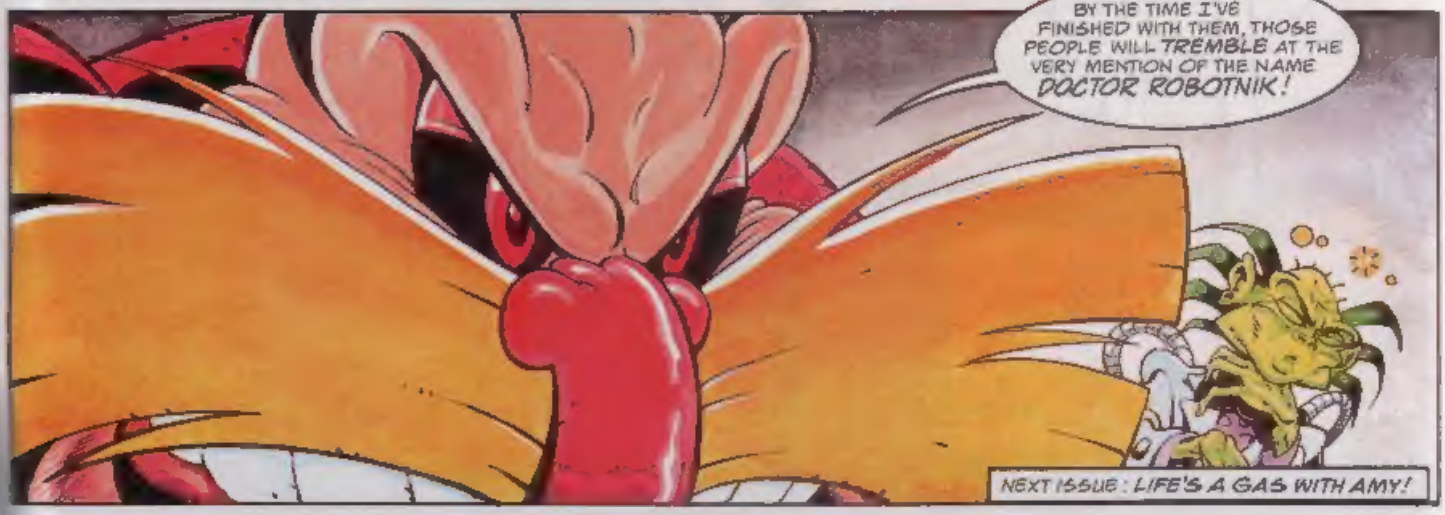

OKAY, EVERYBODY GET OUT OF HERE! IF I KNOW ROBOTNIK, HE'S ALREADY SENDING ANOTHER SBS SQUAD HERE, SO LET'S NOT PUSH OUR LUCK!


THE PROTEST IS OVER, MASTER ... YOUR STATUE WILL BE REPLACED WITHIN THE WEEK!

THE STATUE IS IRRELEVANT, GRIMER! THE POINT IS, MY SUBJECTS DARED TO ATTACK IT!

THE STATUE WAS A SYMBOL OF MY POWER!
URK ...

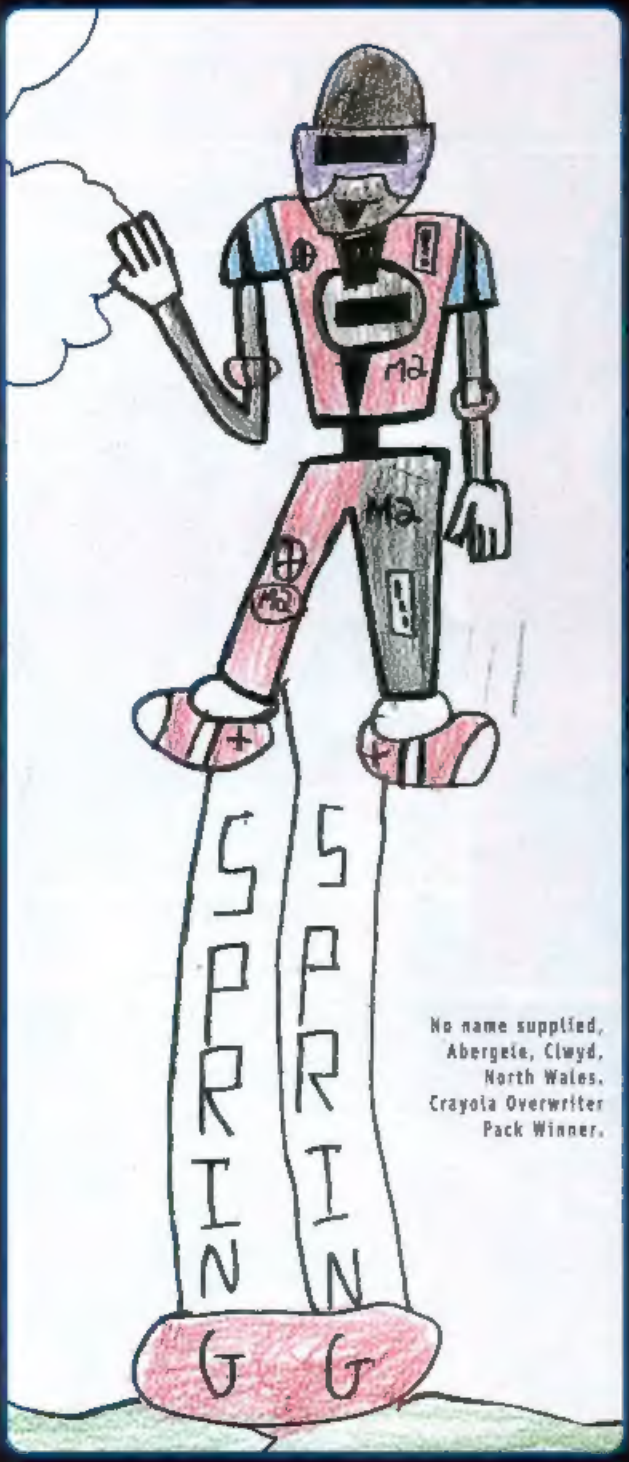
DON'T YOU UNDERSTAND, GRIMER? THE PEOPLE NO LONGER FEAR ME!
URK... URK...
BUT I'LL CHANGE ALL THAT!


BY THE TIME I'VE FINISHED WITH THEM, THOSE PEOPLE WILL TREMBLE AT THE VERY MENTION OF THE NAME DOCTOR ROBOTNIK!
NEXT ISSUE: LIFE'S A GAS WITH AMY!

FIT ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

What's happening, Boomers? Sonic and co (even Robotnik!) are shown here getting minds and bodies into shape ...



No name supplied, Abergele, Clwyd, North Wales. Crayola Overwriter Pack Winner.

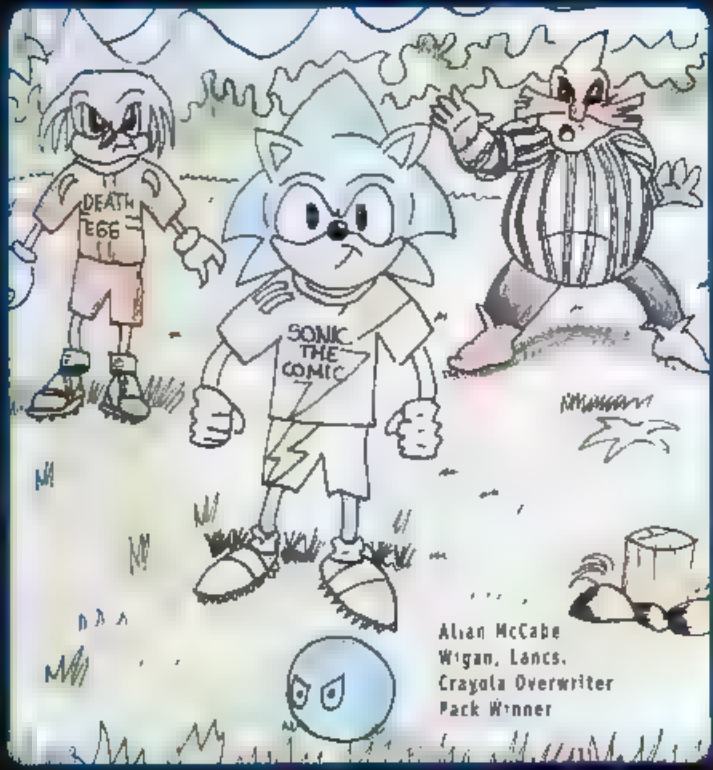
No name supplied, Tywardu, Gwent. Crayola Overwriter Pack Winner.

Michael Berry, Wigan, Lancs. Crayola Overwriter Pack Winner.

Oliver Howell
Reading, Berkshire.
Crayola Overwriter
Pack Winner

Michele Roberts
St. Annes
Bristol
MD owner.
Crayola Overwriter
Pack Winner.

Darren Jones, Moray, Scotland.
Crayola Overwriter Pack Winner.



Alan McCabe
Wigan, Lancs.
Crayola Overwriter
Pack Winner

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Include your name and address, preferably written in capital letters on the back of the page.

Send artwork to:
[illegible]

EACH ARTIST-HOPE[illegible]
WHO GETS THEIR [illegible]
HANDYWORK PRINTED [illegible]
IN STC WILL RECEIVE [illegible]
A PACK OF CRAY[illegible]
OVERWRITE[illegible]

CAPTAIN PLUNDER HAS HAD THE PRICELESS TANTARAGOR IDOL

AND SO, IN CAPTAIN PLUNDER'S SHACK IN A REMOTE PART OF MOBIUS KNOWN AS SCOURGE BAY, KNUCKLES IS BEING REWARDED FOR HIS HELP

IT'S TRUE

KNUCKLES THE GHOST SHIP

Writer: MARK GRUENWALD
Artist: TRACY YARDLEY
Lettering: KEITH FELL

THIS TRUNK IS FULL OF ANCIENT DOCUMENTS ABOUT THE FLOATING ISLAND.

MAYBE SOMEWHERE IN HERE IS THE SECRET OF MY MISSING PEOPLE!

WELL, LAD I GOT ME IDOL AND NOW YOU'VE GOT WHAT YOU WANTED. I SUPPOSE THIS IS WHERE WE PART COMPANY!

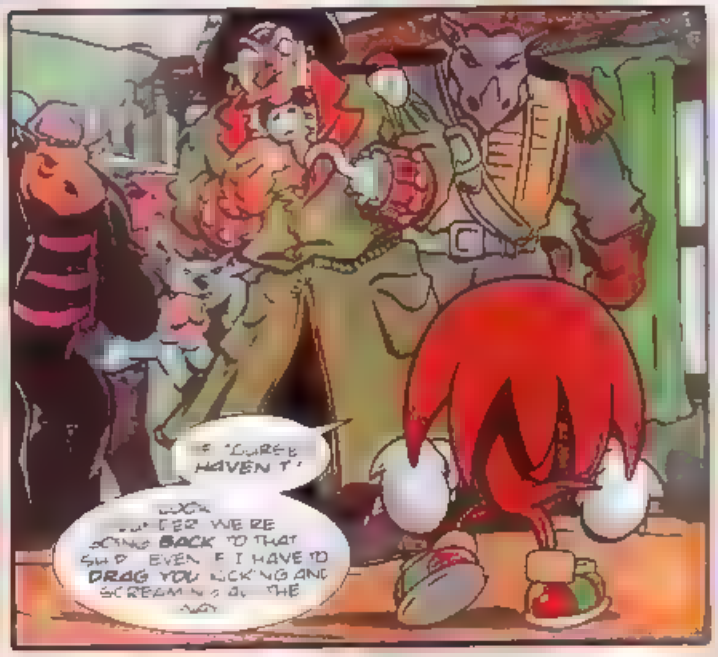
I'LL JUST USE THE IDOL TO TRANSPORT YOU BACK TO THE FLOATING ISLAND

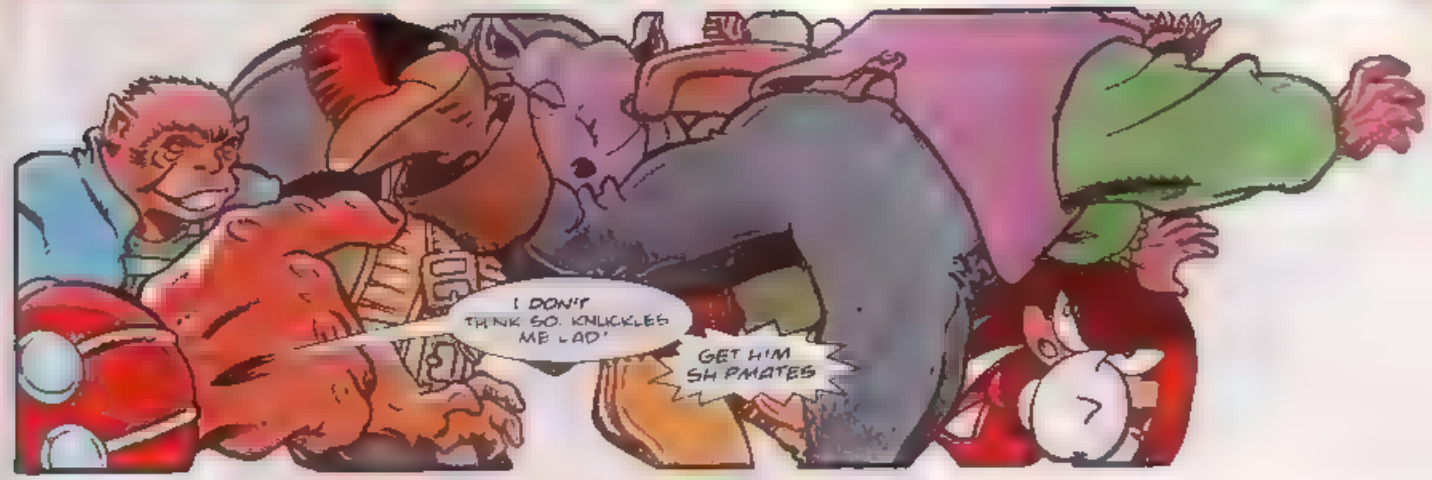
HEY, NOT SO FAST, PLUNDER

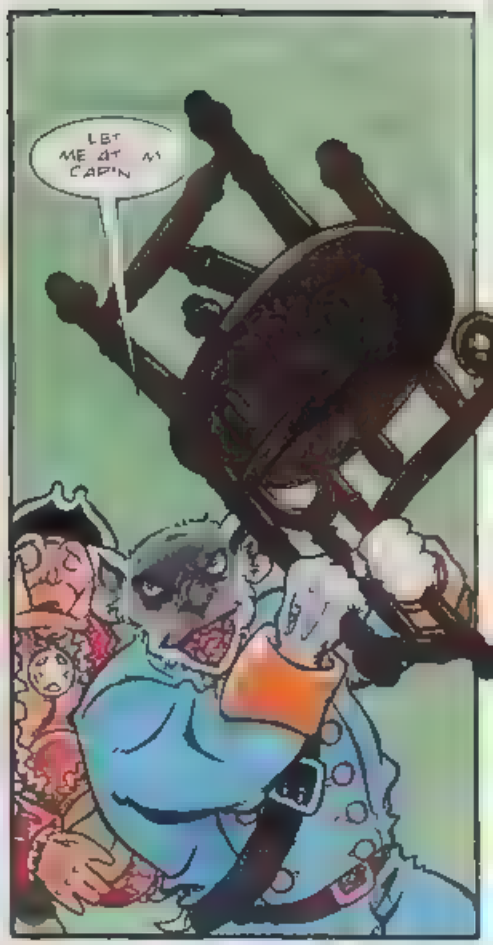
EH? WHAT'S UP LAD?
HAVE YOU FORGOTTEN ABOUT THE PRISONERS ON THE TANTARAGOR SHIP?

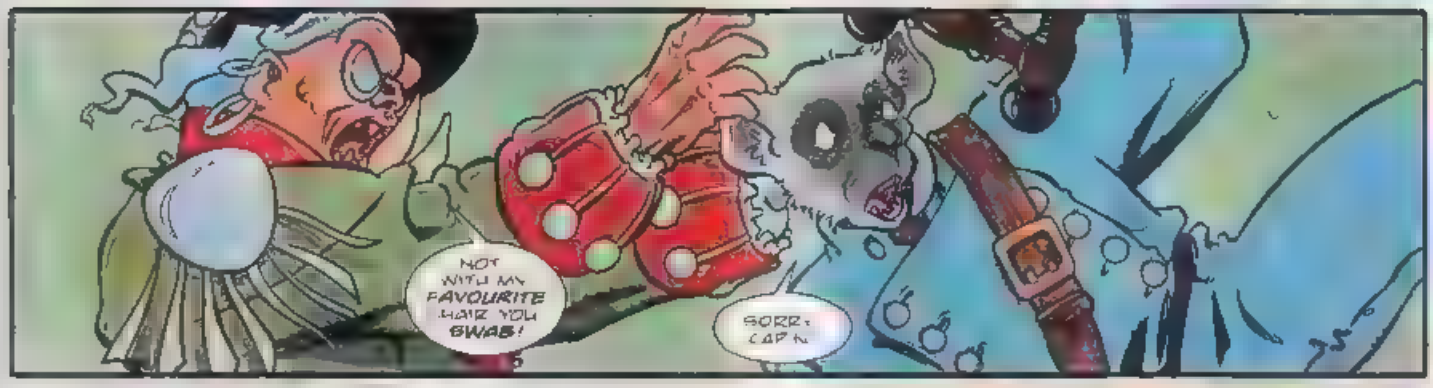
THEY WERE OBVIOUSLY FROM MOBIUS SO WE'VE GOT TO GO BACK AND RESCUE THEM

RESCUE THEM? YOU'LL BE JOKING
WE BARELY GOT OFF THAT SHIP ALIVE THE FIRST TIME OR HAD BE FORGOTTEN ABOUT THE TANTARGOR?

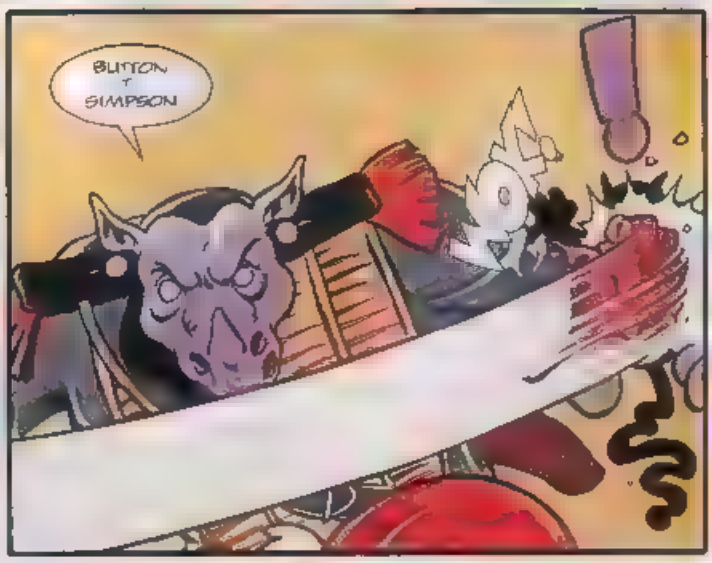

OF COURSE HAVEN'T
LOOK LISTEN WE'RE GOING BACK TO THAT SHIP EVEN IF I HAVE TO DRAG YOU KICKING AND SCREAMING ALL THE WAY


I DON'T THINK SO, KNUCKLES ME LAD!
GET HIM SHIPMATES

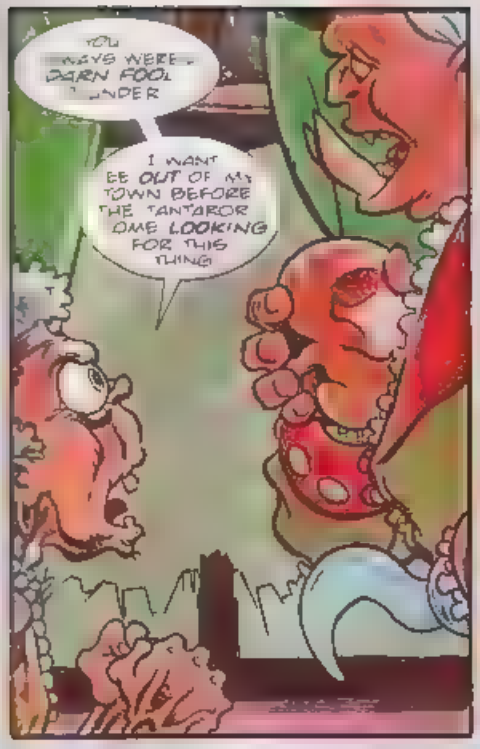

LET ME AT M CAP'N

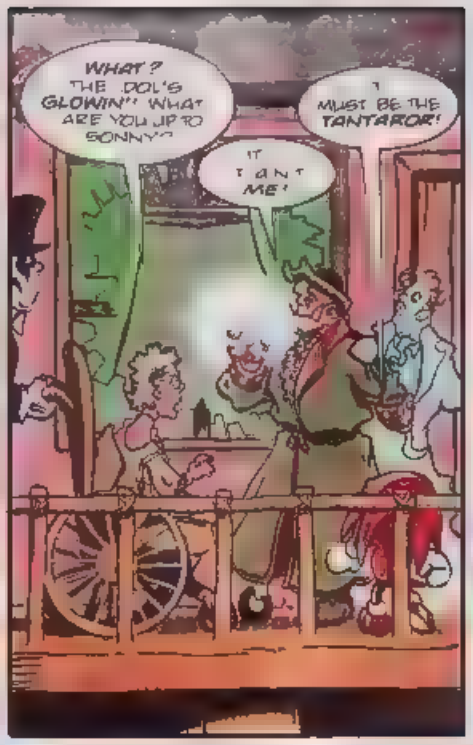

NOT WITH MY FAVOURITE HAIR YOU SWAB!
SORR CAP'N

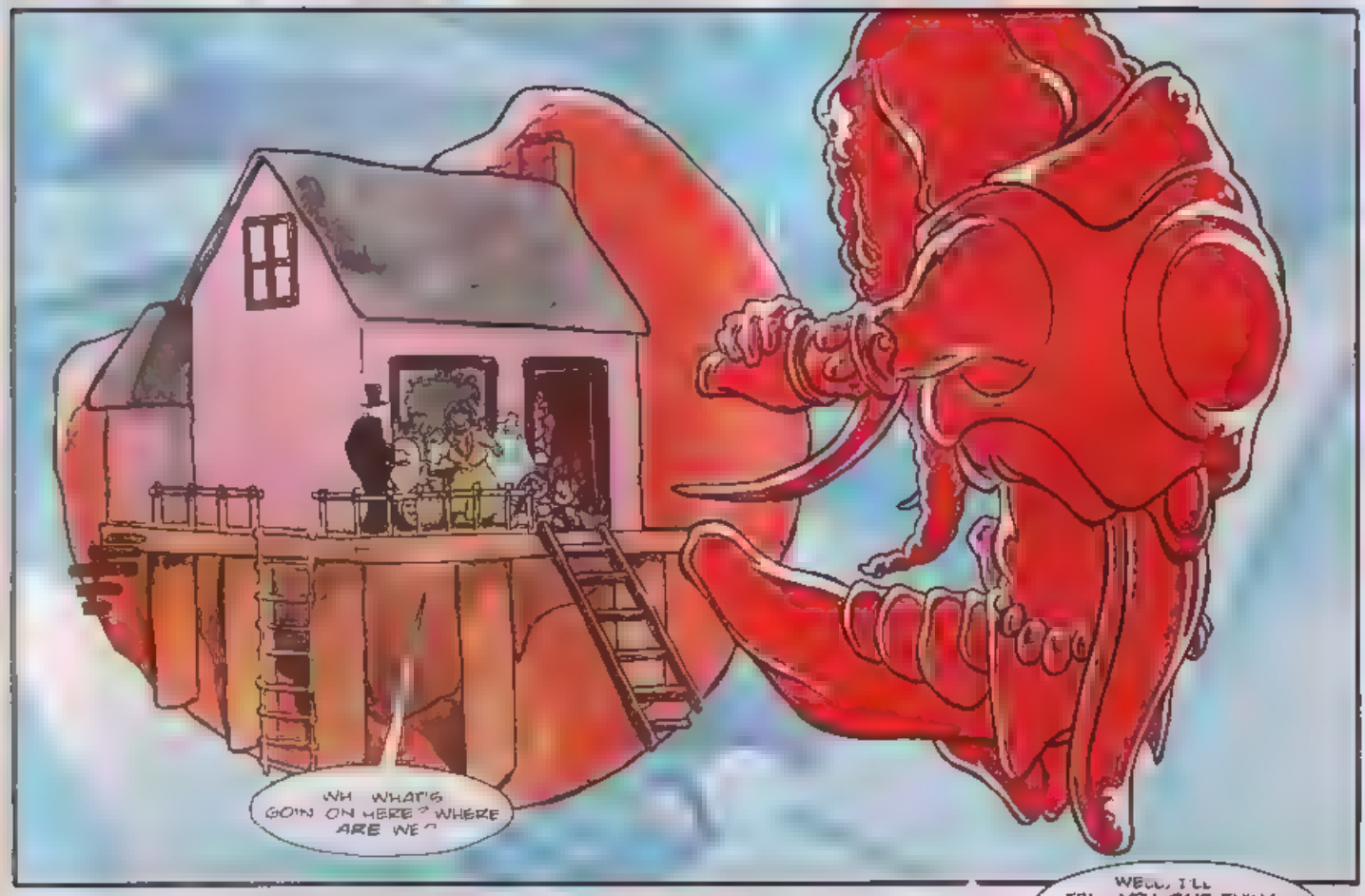
IS THAT THE BEST YOU CAN DO?

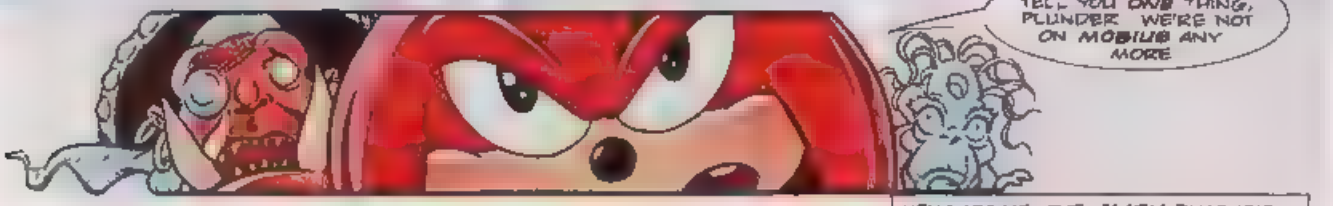

BUTTON T SIMPSON

TUNK
DON'T HIT ME YOU MEAN THING!
ALL RIGHT, PLUNDER HAND OVER THE IDOL!
OVER MY DEAD BODY, MATEY
SMASH
SO IT'S TRUE YOU HAVE STOLEN THE TANTARAGOR IDOL
OH NO, IT'S ZORABEL THE PIRATE QUEEN!









NEXT ISSUE THE ALIEN DIMENSION

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

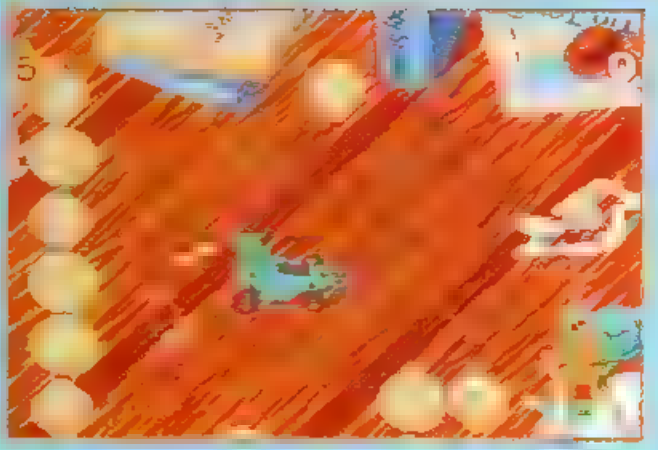
SYC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

TOY STORY

Reviewed by [illegible]

MD
MEGA DRIVE

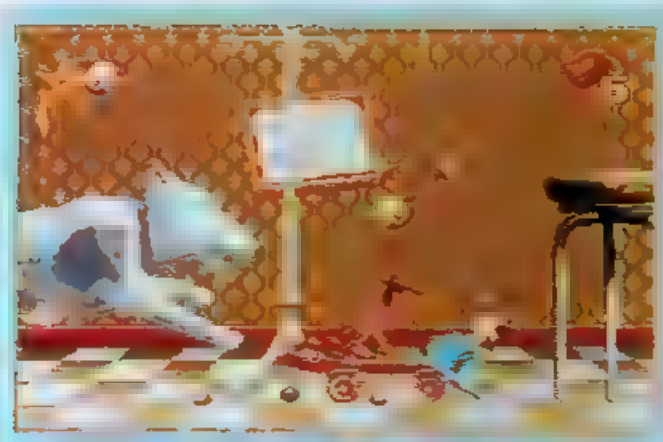
GAME TYPE: PLATFORM
PLAYERS: 1
PUBLISHER: SEGA
PRICE: £44.99

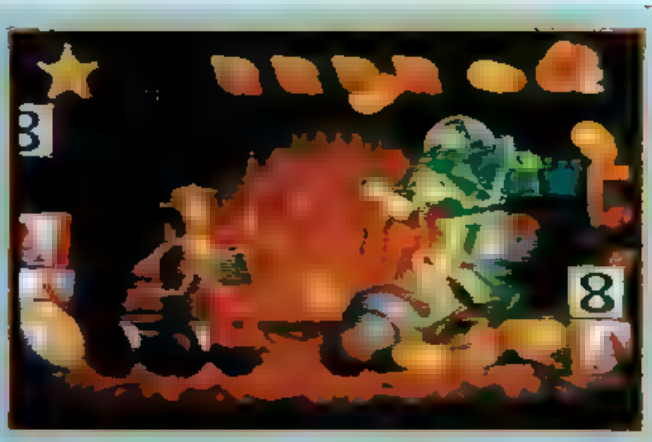


Toy Story, the film that shows toys coming alive, is set to become the first motion picture animated entirely by computer technology. This cool use of technology has also been put to good use by Sega, who have used code from the movie animation to directly produce a computer game tie-in.

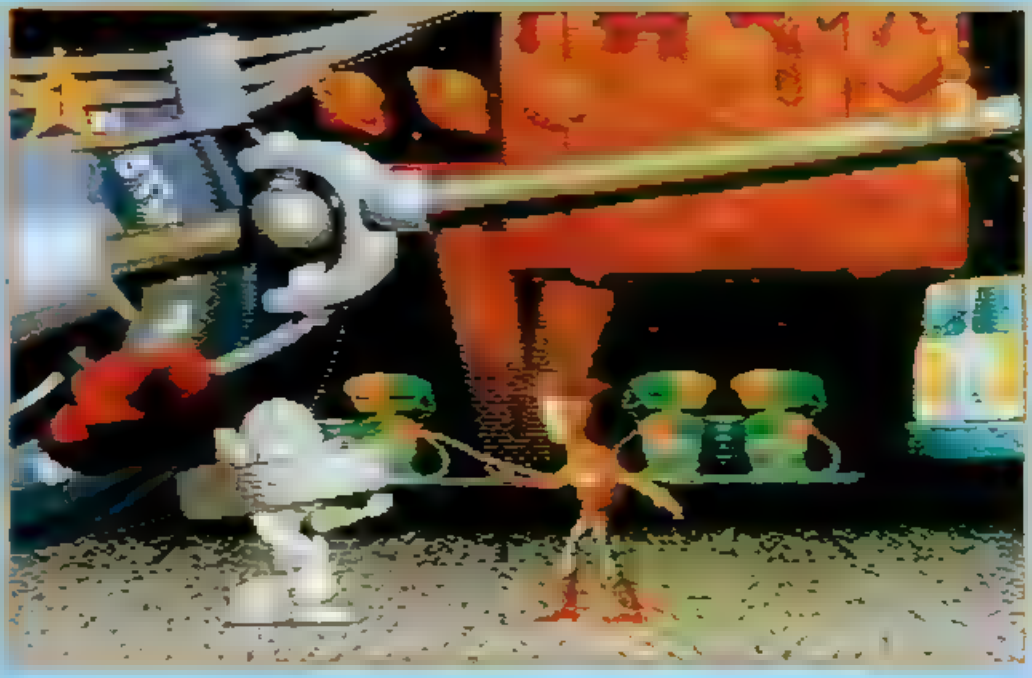
Toy Story, the game, is a 32 Meg/platform/driving/flying 3-D extravaganza. It closely sticks to the film's plot in that you play Woody, the cowboy, who becomes jealous when a brand new toy is bought for seven year old Andy. Andy has his pick of cool toys; a T-Rex here, a Mr Potato Head there, but the new toy, Space Ranger Buzz Lightyear, is so sophisticated that all the other toys feel they will never be played with again (all say aahh!). Woody decides to battle it out with Buzz, and over 18 different levels you take on that challenge, armed with only a lasso.

The graphics and animation are exceptional for the Mega Drive. The realistic movement of characters is the best yet on this machine. Parts of other games have also been mixed into the different levels. When Woody races





around in a remote controlled car, shades of *Micro Machines* spring to mind. Another racing level is obviously inspired by *Super Mario Kart*, plus there is also a Doom-style scenario for one of the levels.



This is a slickly presented game with much attention to detail. Avoiding hazards such as falling hot dogs and French fries (whilst disguised as a milkshake on the Pizza Planet level) is great fun! Likewise, being chased by a mad giant dog that looks as if it is a real video clip makes this an original game to play.

However, experienced gameplayers may find **Toy Story** too easy. Some of the levels are quite short and the tasks needed to complete them are not that difficult. In addition, a few of the levels are very similar, making some screens seem very routine, despite the nice graphics. As long as there are new cutting edge games like this on the Mega Drive, it proves that there is life in the old machine yet. Maybe future games will even improve upon this.

SHINING FORCE

THE CURSE OF ZEON

THE SHINING FORCE'S MISSION TO STOP BARON KADAVAAR IN HIS ATTEMPT TO FREE ZEON FROM THE ABYSS APPEARS TO HAVE ENDED IN TRAGEDY

TAYA YOUR MAGICAL HEALING POWERS ARE YOU ABLE TO

THERE'S NOTHING CAN DO CHESTER BOWIE'S DYING

LOOK IT'S MAX! HE'S CONTACTING US THROUGH THE SWORD AGAIN

MAX MEAN EVERYTHING'S GONE WRONG. A ZEONITE WITH AN EXPLODING WAND HAS HURT BOWIE AND

WAND? AH YOU MEAN A PISTOL! YES THOSE THINGS ARE DANGEROUS!

GIVE ME SOME ROOM WHILE TAKE A LOOK AT THE BOY

Script NIGEL KITCHING Art MARTIN GRIFFITHS Colouring GINA HART Lettering STEVE POTTER

RELAX BOWIE YOUR PAIN W LL SOON BE OVER
THE SWORD! TAKE THE SWORD BOY
WHAT S HAPPENING?
I I CAN'T TELL THE LIGHT IS BLINDING!
D SAY HE'S A TTLE BETTER WOULDN T YOU TAYA?
COULD BE

I ASSURE YOU THAT BOWIE'S RECOVERY WILL BE EXCEEDINGLY SHORT LIVED
KADAVAAR WHAT ROCK DID YOU CRAWL OUT FROM UNDER?
BEFORE I DESTROY YOU JUST WANT TO TELL YOU THAT YOU'RE TOO LATE!
THIS IS MY FIGHT IT'S TIME DID SOMETHING USEFUL
BANG!
YOU SEE WE FOUND THE MYSTICAL DEVICE WE WERE LOOKING FOR IN THIS ARCHAEOLOGICAL DIG!
UHHHN
AND WE HAVE ALREADY SECRETLY MOVED IT TO THE ANCIENT TOWER ON GRANSEAL ISLAND
THE ANCIENT DEVICE CONTAINS ASTOUNDING MAGICAL POWER CALLED NUCLEAR EXPLOSION
POWER ENOUGH TO EASILY DESTROY THE SEAL WHICH HOLDS ZEON PRISONER IN THE ABYSS
THANKS KADAVAAR AT LEAST WE NOW KNOW WHAT WE'RE UP AGAINST
WHAT? I THOUGHT YOU WERE BEATEN

BEATEN? NOT ON YOUR LIFE
SHRAAKK!
AGGGGHH
KILL ME GRANT ME A WARRIOR'S DEATH
KILL YOU? FORGET IT KADAVAAR THE SHINING FORCE DON'T GO IN FOR ALL THIS KILLING NONSENSE
BUT WE WILL PUT A STOP TO YOUR PLANS KADAVAAR
AND IF I EVER SEE YOUR FACE AGAIN I'LL FORGET THAT WE'RE SUPPOSED TO BE GOOD GUYS
YOU'RE TOO LATE SHINING FORCE! NOTHING CAN STOP MY PLANS YOU'RE TOO LATE

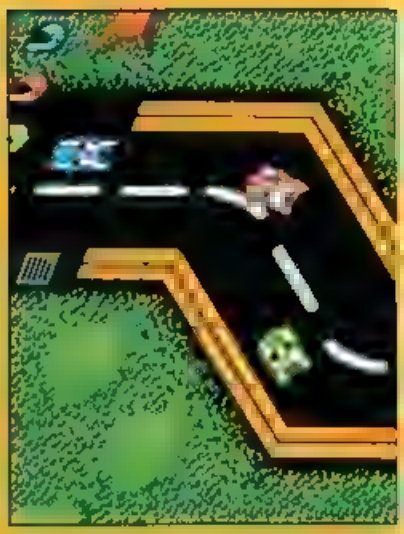
MEANWHILE ON GRANSEAL ISLAND
YOU'RE RIGHT ERIK, THIS DOOR HAS BEEN FORCED OPEN
THE DOOR'S JAMMED SHUT AGAIN IT MUST BE SECURED ON THE OTHER SIDE
YOU YOU THINK THERE'S SOMEBODY INSIDE THE TOWER?
YES PROBABLY FOLLOWERS OF ZEON
BUT NOTHING CAN BREAK THE SEAL WHICH HOLDS THAT MONSTER PRISONER IN THE ABYSS HOPE
MEANWHILE AT THE TOP OF THE TOWER
SOON THIS SEAL WILL BE BROKEN ONCE MORE ZEON WILL RETURN TO THIS WORLD!
THE SORCERY BEGINS! FIRST THE SACRED RITUAL THE ANCIENT TEXTS CALL 'COUNT-DOWN'
SOON WE WILL WITNESS THE CASTING OF THE SPELL KNOWN AS 'DETONATION'
NEXT ISSUE THE BIG BANG THEORY!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

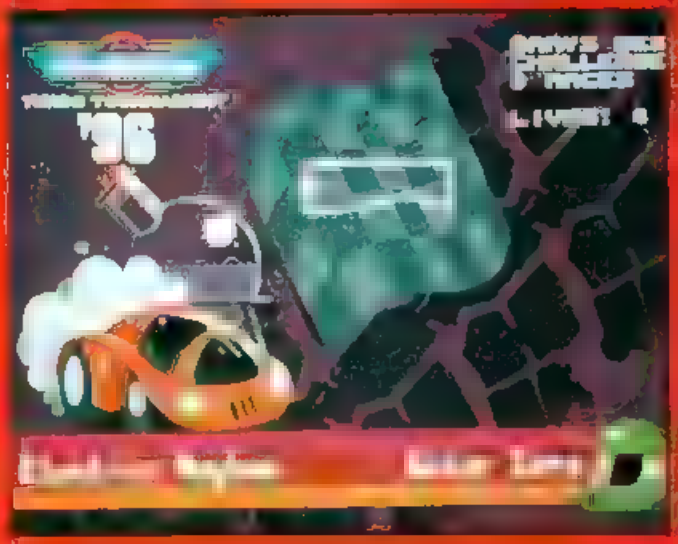
Q ZONE, SONIC THE COMIC, 25-31 WINSTICK PLACE, LONDON, WC1N 5SU.



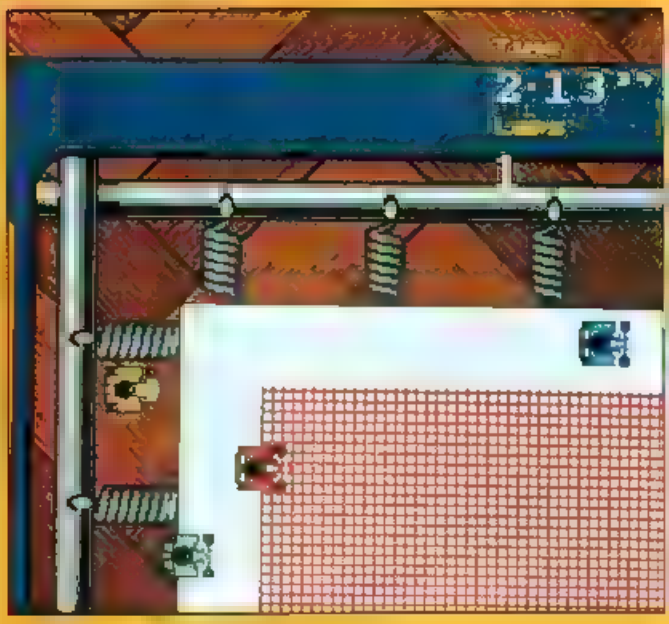
MICRO MACHINES 96

MEGA DRIVE

James Kisted of Alton in Hampshire, sure is a massive **Micro Machines** fan. And why not? The game that brought us cool cars racing around beaches and picnic tables definitely puts the play in playability.



By completing any of the tournaments within the one-player game reveals new tracks in the multi-player [illegible]



two additional racing circuits. Now, you too can get racing on these extra tracks, even if you drive as slow as a tortoise moves. When entering your driver's name try typing in the words **GUFDON, HORDON, NODROG** and **ALCHIE.** These pass-words will allow you to skip on to new and better tracks.

PLAYING TIPS

1. **STARTS**
   Press the acceleration button on the second of the three beeps you hear at the start. This will allow the best revs to enable a fast getaway.

2. **SHORT CUTS**
   Most tracks have short cuts, so find them and use them when racing. Remember though, too much of a short cut can make your car explode.

3. LEAPS 'N' BOUNDS

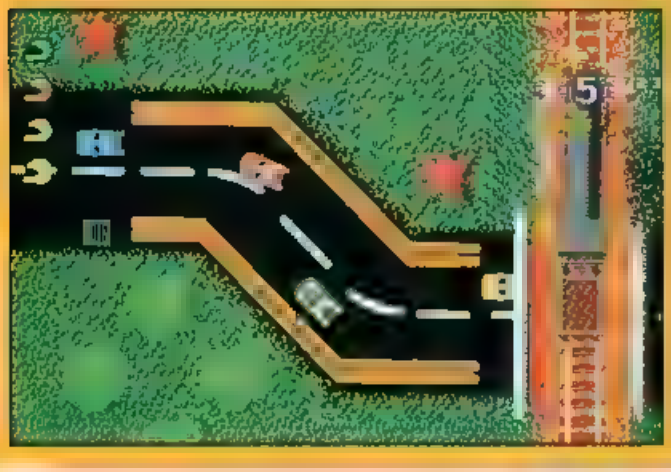
Aim your jumps in a straight line. This will prevent landing at a bad angle, where you may get caught up in an obstacle or even explode. Also if you miss a jump don't bother reversing for it. Drive straight off the table and your vehicle will be re-set at a correct distance in line with the jump.

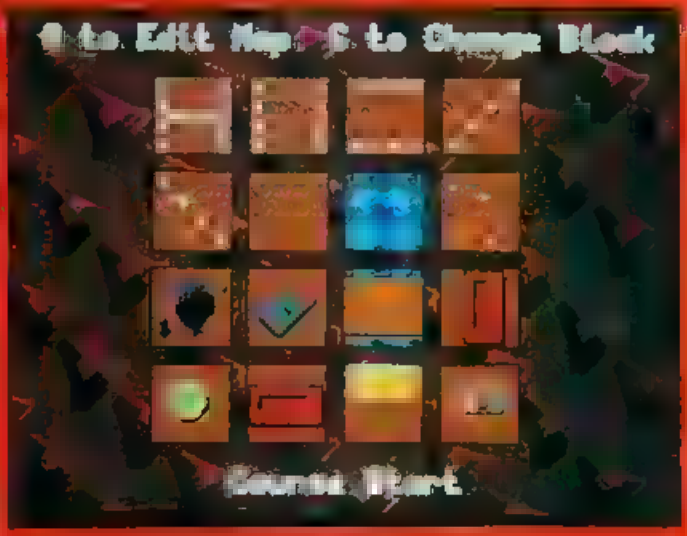
4. QUALIFICATIONS

Remember that except for the final race of the Challenge Competition you only need to finish second to qualify for the next round. This is true for league competitions too. You don't have to win every race to be champion - aiming to finish second is sometimes a tactical bet.

5. BRAKING

Use brakes on tight corners or take your finger off the acceleration button when approaching them. When in multi-player mode, do not drive directly behind another driver as this will give them the opportunity of reversing into you.





Alternatively reverse into drivers when you are in front. When near a jump this can cause them to fluff it and on a straight this is a useful way of gaining points.

6. HEAD TO HEAD

The winner of these three lap races is the one with the most bonus points so win it on points. Do this by barging opponents near any steep edges or when you are nearly a screen ahead just accelerate quickly in a straight line and you will get points for being a screen away.

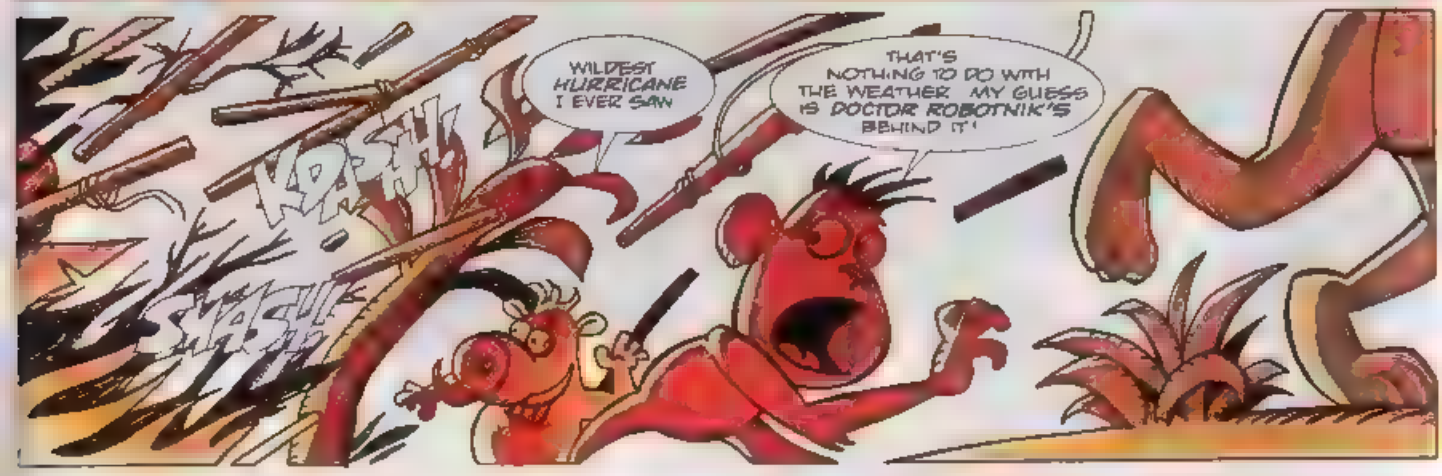
7. HAZARDS

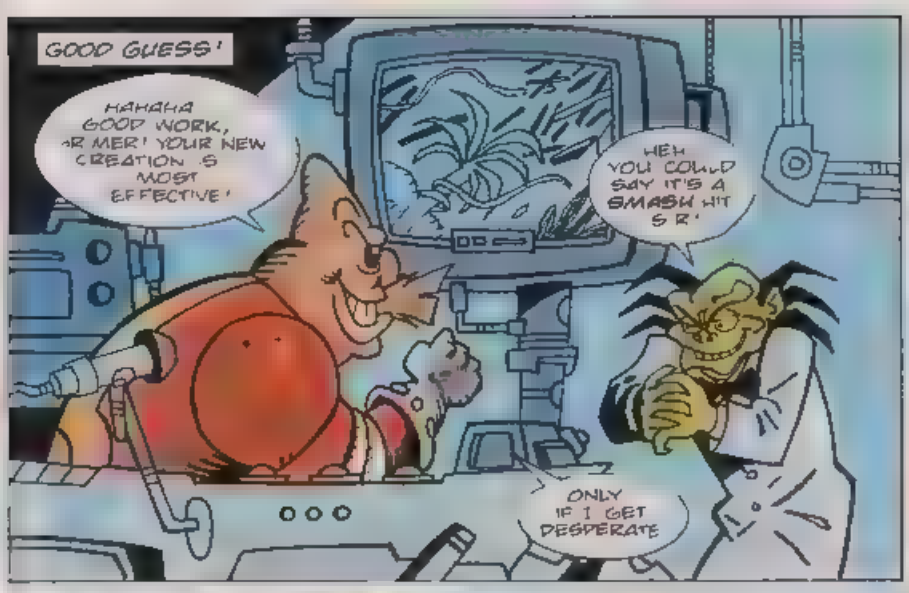
Use any solid objects that are on the bends of certain courses to help propel you around the corner. You won't even have to slow down. Always look out for landmarks that indicate when corners are coming up. Finally if you get to play the bonus maze game study the diagram of the maze carefully as this tells you where the bonus car is located.

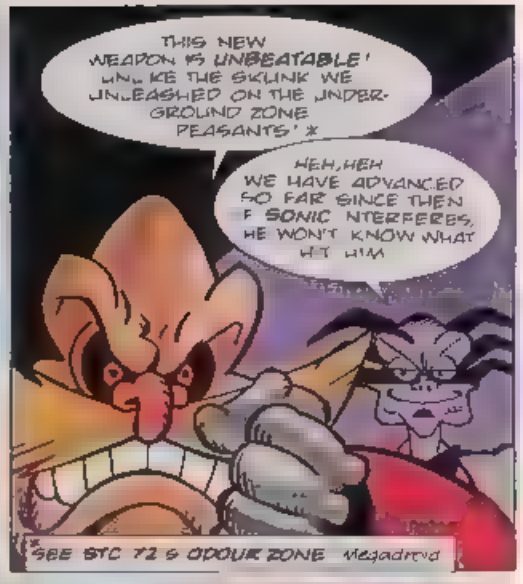
NEXT ISSUE: SUPER SKIDMARKS AND STREET RACER.

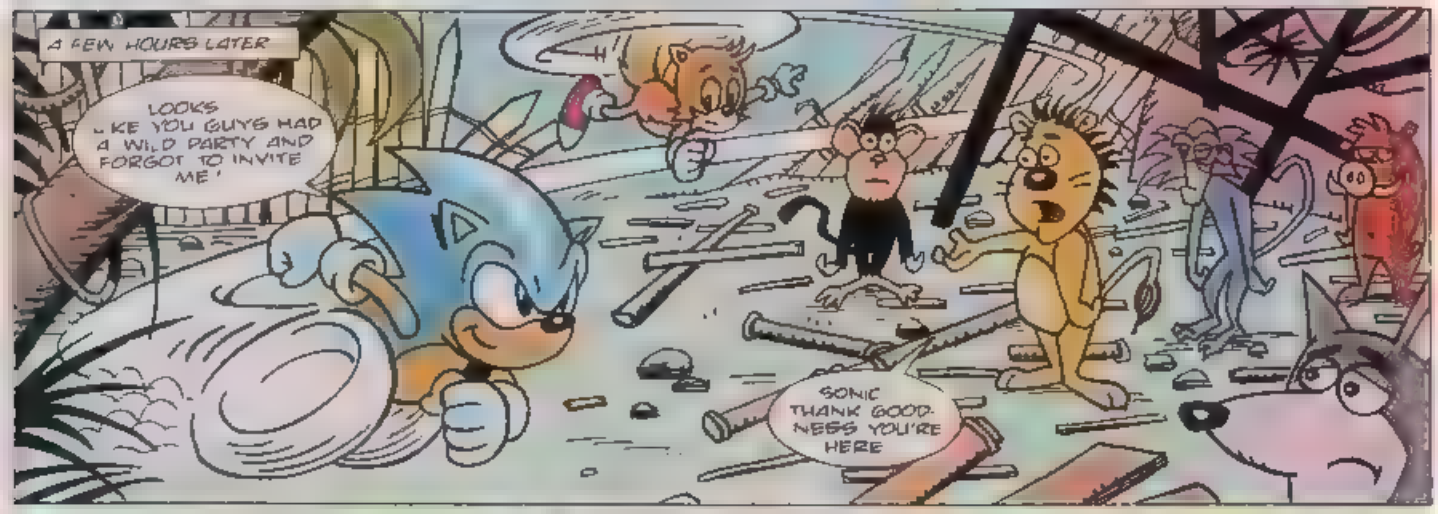
SONIC'S WORLD
Hidden Danger
A PEACEFUL SCENE IN THE TROPICAL JUNGLE ZONE

BUT NOT FOR LONG
SMASH
CRAASH
AAAGH! WHAT'S GOING ON?
WE'RE UNDER ATTACK!


WILDEST HURRICANE I EVER SAW
THAT'S NOTHING TO DO WITH THE WEATHER. MY GUESS IS DOCTOR ROBOTNIK'S BEHIND IT!
KRASH
SMASH

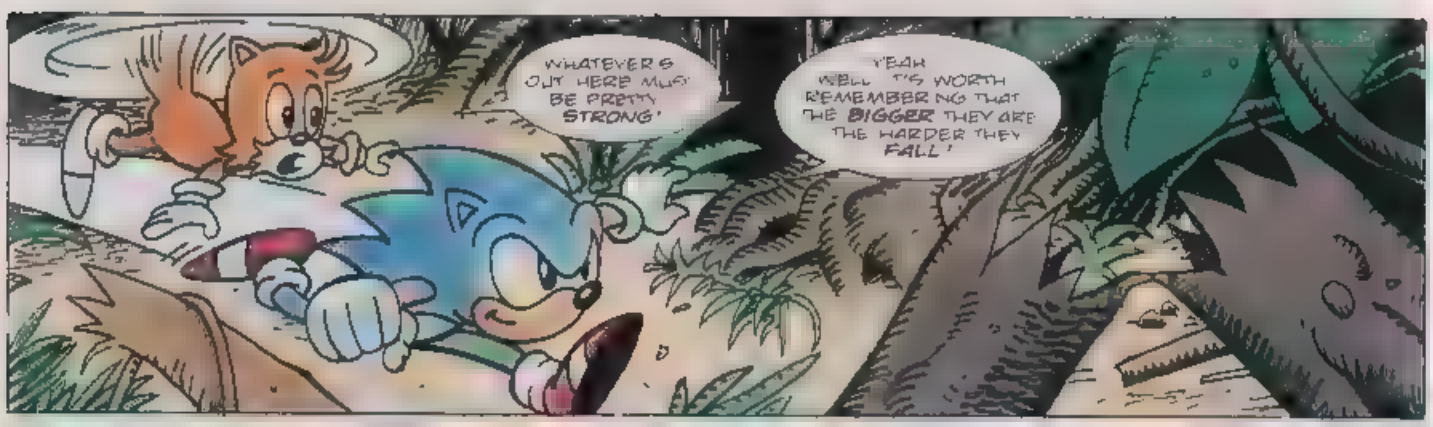

GOOD GUESS!
HAHAHA GOOD WORK, ARMER! YOUR NEW CREATION S MOST EFFECTIVE!
HEH YOU COULD SAY IT'S A SMASH HIT S R!
ONLY IF I GET DESPERATE

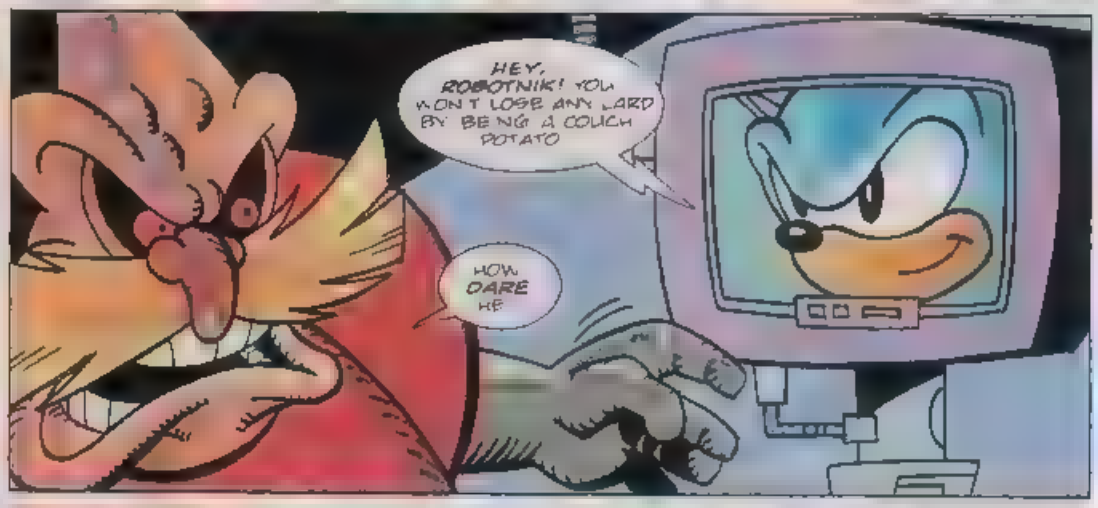

THIS NEW WEAPON IS UNBEATABLE! UNLIKE THE SKUNK WE UNLEASHED ON THE UNDERGROUND ZONE PEASANTS! *
HEH,HEH WE HAVE ADVANCED SO FAR SINCE THEN IF SONIC INTERFERES, HE WON'T KNOW WHAT HIT HIM
*SEE STC #2 S ODOUR ZONE Megadrive

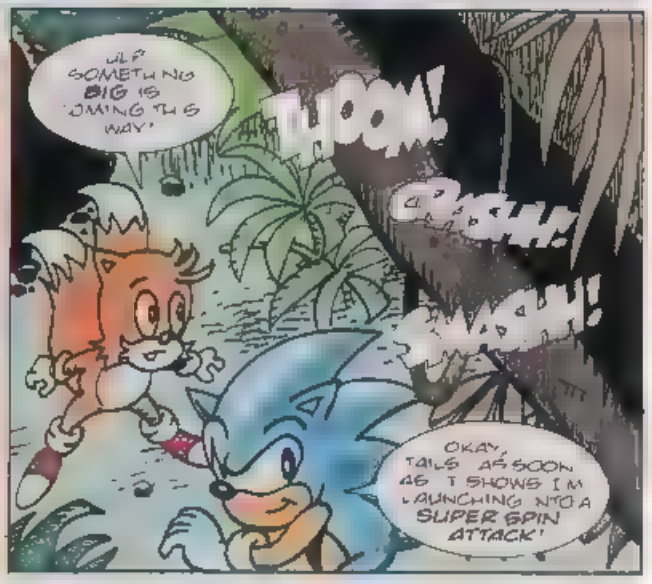

A FEW HOURS LATER
LOOKS LIKE YOU GUYS HAD A WILD PARTY AND FORGOT TO INVITE ME!
SONIC THANK GOODNESS YOU'RE HERE

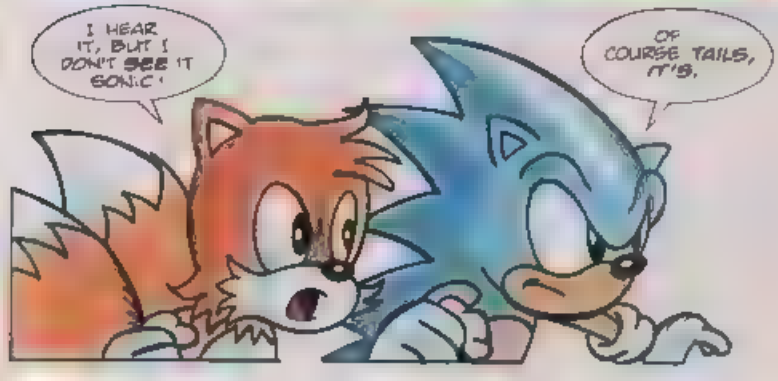
SOMETHING WE COULD NOT SEE TORE OUR VILLAGE APART! THERE ARE EVIL MAGICAL FORCES AT WORK IN THIS JUNGLE
COOL T BUDDY! THE ONLY THING THAT'S MAGIC AROUND HERE IS MY PERSONALITY!

C'MON TAILS LET'S SEE WHAT'S CAUSING T
RIGHT BEHIND YOU SONIC





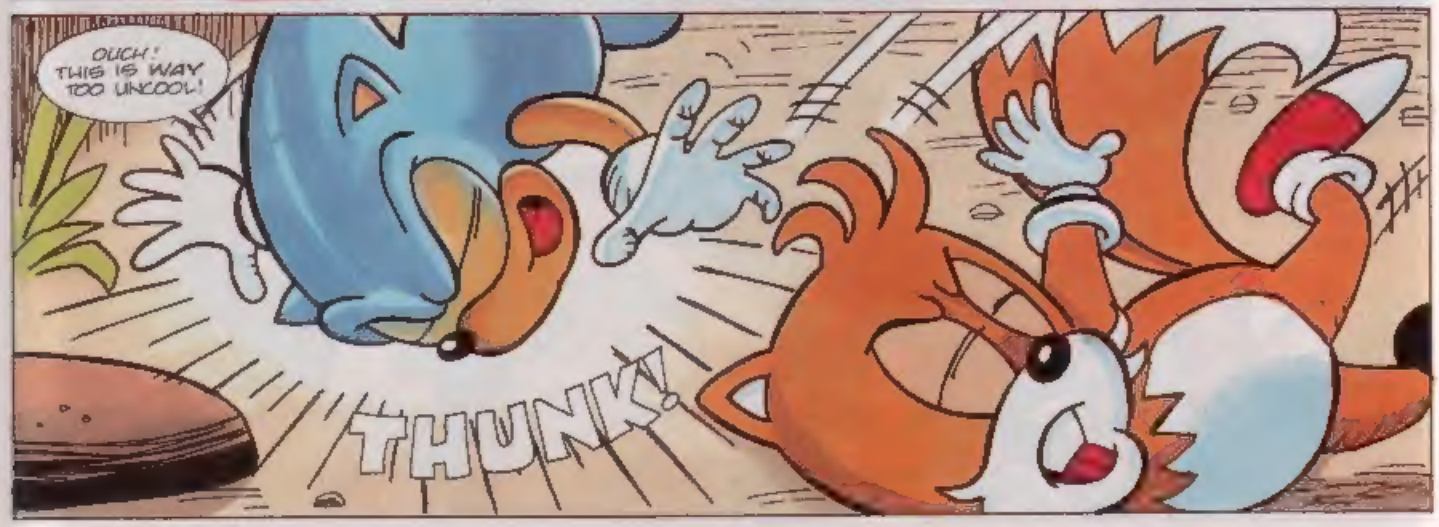


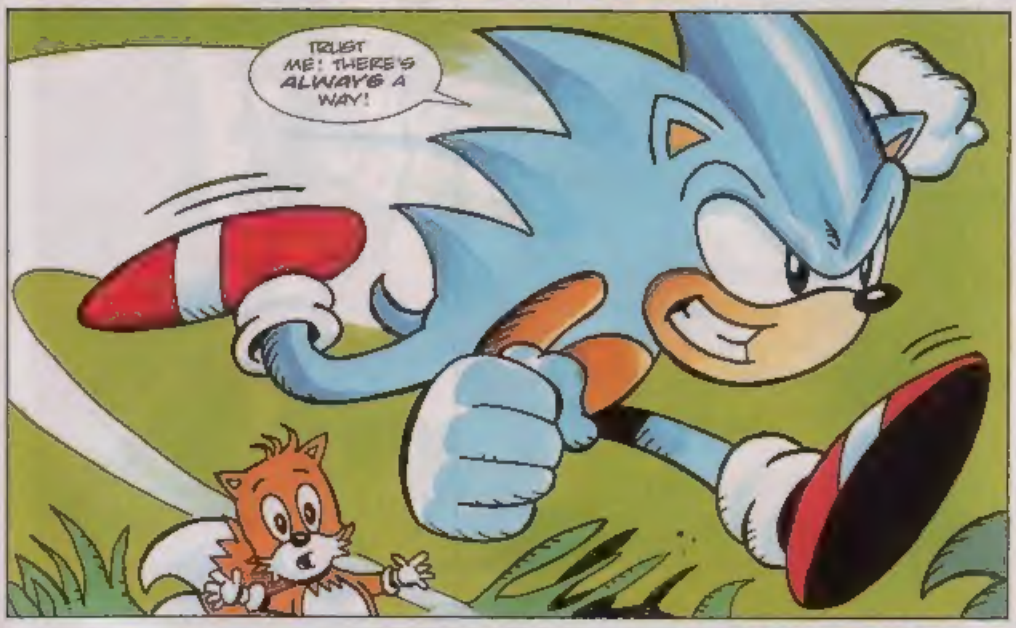


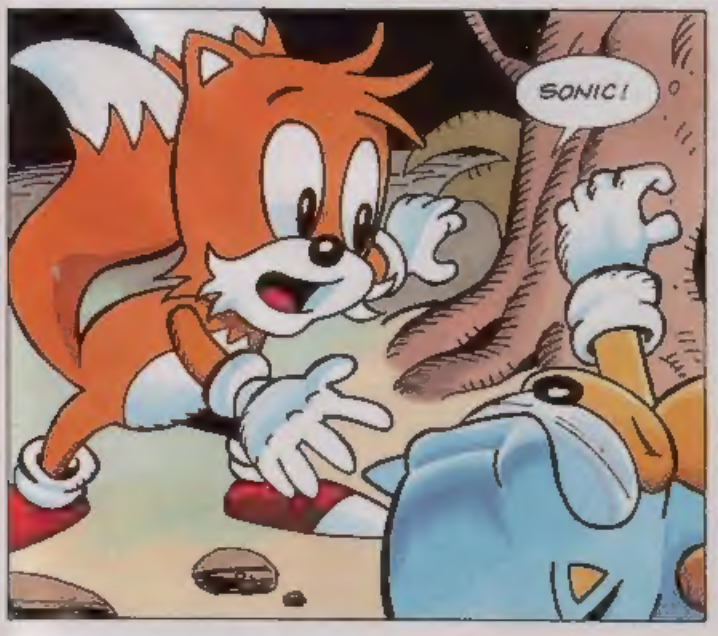
CRRACK!

CRASH!

SMAASHH!







NEXT ISSUE: THE ROBOT REVEALED!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Amy (look out for her in next issue's Sonic story)

Allison Hedley, Rowlands Gill, Tyne & Wear.
MD owner.
Sonic & Knuckles Camera Winner.

CHANGE OF CHART!

Dear Megadroid,

Why don't you show more than four Sega machines in the Charts? How about the Saturn?

Jamie Mactulloch-Gair, Stoke-on-Trent, Staffs.
Sonic & Knuckles Camera Winner.

Check out the new charts in the Control Zone, Jamie. Compiled by Chart-Track, it now includes the top 10 Saturn games.

MICROCHIP OFF THE OLD BLOCK!

Dear Megadroid,

Zynk the robot in Shining Force bears a remarkable resemblance to your old self. Is he related to you by any chance?

Stuart Beck, Grantham, Lincs.
GG/MD/MS owner.
Sonic & Knuckles Camera Winner.

Less of the 'old' self if you don't mind, Stu. You humes can't tell one robot from another, but may I remind you that I am truly unique!

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA SONIC & KNUCKLES DISPOSABLE CAMERA, COMPLETE WITH 27 FULL-COLOUR FUJI EXPOSURES.

Jonathan Aghanian, Warrington, Cheshire.
MD owner.
Sonic & Knuckles Camera Winner.

Earthworm Jim prepares for Q Zone action in STC 79.

DOCTOR NO!

Dear Megadroid,

I think it's about time that Doctor Robotnik did something about his weight. Maybe if you told him he was beginning to look as fat as Mr Blobby, it might spur him on to refuse some food!

Jack Davies, Worthing, W Sussex.
MD owner.
Sonic & Knuckles Camera Winner.

Haven't you noticed him exercising in this issues' Fit Zone, Jack?

NEXT ISSUE

FREE! STC TRANSFERS!

SONIC!
PLASMA!

KNUCKLES!
TRINKET TREK!

SONIC'S WORLD!
STICKY END?

SHINING FORCE!
BLOW OUT!

PLUS

SUPER SKIDMARKS & STREETRACER Q ZONE!

THE OOZE REVIEW!

STC 78

ON SALE SATURDAY, 11 MAY '96

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DATA STRIP

I'VE BEEN READING STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐
MM ☐ MS ☐ 32X ☐
SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 77

%

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.